



Updated pass percentage spreadsheet with quickness hack

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Down with button mashing



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Here is the requested spreadsheet. I included both hacks. All the numbers go on row 24. Everything else updates automatically.

QB's

Pass control = on target and determining receptions/deflections

Pass ability = ability to avoid interception

Defenders

Interceptions = ability to get interceptions

Quickness = ability to stop receptions

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quince3800 reacted to this

bgboud2

Tecmo Legend



2.0

Posted August 25, 2011

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They are separate hacks. If you used only the quickness/interception hack and kept pass control as original, then put in the same value for pass control and pass ability.

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AIM = bgboud2



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sigsg.php?player=bgboud2

Bodom

Tecmo Legend



Members

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Location: Boston MA

Posted August 25, 2011

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bruddog said:

QB's

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Defenders

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Quickness =ability to stop receptions

This is cool. So from what I'm seeing, the following statements are fairly accurate?

- Quickness/Coverage has no affect on Interceptions.
- Interceptions have very little affect on Completions (around 1%) it just determines between Incompletion vs. Interception.
- Each notch of Quickness/Coverage increases/decreases the chance of a Completion/Incompletion by roughly 4%.
- Each notch of Interception increases/decreases the chance of an Interception by roughly 2 - 2.5%.

Quote



bruddog

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Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.

Bodom said:

bruddog said:

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[Post made on a Tecmo Super Mobile Device!] 

+ Quote



Bodom

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✓ **bruddog said:**

Interceptions only affect completion percentage in an indirect way. If the ball is intercepted, it logically can't be completed or deflected. The game checks for interception first...if not intercepted then it checks for a catch...if its not a catch its deflected.

I guess I worded it that way because Completions are affected **slightly** by INT value.

Example:

PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 38: Returns Values 76% Deflect, 20% Catch, 4% INT.

PC 63 _ PA 63 _ REC 63 _ QUI 63 _ INT 75: Returns Values 64% Deflect, 17% Catch, 19% INT.

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quince3800

Starter



Members

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151 posts

Posted August 2, 2014

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Question:

I read somewhere that no Q table was ever found in the original rom and the posted hack does not created one. However, the spreadsheet that was given to work out the values here seems to produce one (70, 71, 72, etc.). My questions are:

- Where is this coming from/how is this being generated?
- Is there a way of changing this?

From what I see the values are entirely too high for what I want and I'd like to scale the "table" itself down significantly in order to allow a more workable rating system. (Coverage 81 is well beyond Revis based on everything I've read about him via PFF and the DB Database). Is this possible?

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bruddog

Posted August 2, 2014

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QUI and INT are sharing the same table



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